Appl. No. 08/936,708
Amdt. Dated 11/11/04
Reply to Office Action of August 11, 2004

## Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

## Listing of Claims:

23.    (Currently Amended) A graphical user interface (GUI) of a player/recorder system comprising:

a first display portion including a plurality of control boxes each corresponding to one or more of a plurality of player tracks associated with at least one audio processing module;;

a second display portion displayed concurrently with the first display portion, the second display portion including a central control mechanism for substantially simultaneously controlling all of the plurality of tracks of the at least one audio processing module; and

a third display portion displayed concurrently with the first display portion and the second display portion to produce the GUI, the third display portion including a plurality of recorder control boxes each adapted to control one or more of a plurality of recorder tracks associated with the at least one audio processing module.

24.    (Previously Presented) The GUI of Claim 23, wherein each of the plurality of control boxes including at least one selection button that, when selected, performs a predetermined function on two or more of the plurality of tracks concurrently.

25.    (Currently Amended) The GUI of Claim 23, wherein the first third display portion comprises a record button for each of a specific track of the plurality of recorder tracks and wherein the record button is selectable to transmit a record command to an audio processing module having the specific track to cause the specific track to record an audio sound.

26.    (Previously Presented) The GUI of Claim 23, wherein the central control mechanism is selectable to transmit a global control command associated with the central control mechanism to the at least one audio processing module to perform a function assigned to the global control command.

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27.     (Previously Presented) The GUI of Claim 23, wherein the first display portion further comprises a scroll bar that provides access to the plurality of control boxes that are loaded into the player/recorder system but are not visible on a screen displaying the GUI .

28.     (Previously Presented) The GUI of Claim 24, wherein the selection button mutes at least two player tracks of the plurality of player tracks after the plurality of player tracks start playing.

29.     (Previously Presented) The GUI of Claim 23, wherein the second display portion includes a global stop button to control the tracks of the at least one audio processing module.

30.     (Currently Amended) The GUI of Claim 23, wherein the first third display portion further comprises a single audio processing module control box into which all of the control boxes of a particular audio processing module can selectively be collapsed.

31.     (Cancelled)

32.     (Previously Presented) In a player/recorder system having a plurality of audio processing modules each having one or more tracks and each connected to a computer system having a processor and a display, a graphical user interface method of centrally controlling each of the one or more tracks of the plurality of audio processing modules, the method comprising:

generating a first display portion on the display by the processor, the first display portion including a plurality of player control boxes each adapted to control at least one player track of an audio processing module of the plurality of audio processing modules;

generating a second display portion on the display by the processor, the second display portion including a central control mechanism for simultaneously controlling all of the plurality of tracks of each of the plurality of audio processing modules; and

generating a third display portion on the display concurrently with the first display portion and the second display portion, the third display portion including a plurality of recorder control boxes each adapted to control at least one recorder track of an audio processing module of the plurality of audio processing modules.

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33.     (Previously Presented) The method of Claim 32, further comprising:

selecting one of the player control boxes corresponding to one of the plurality of player tracks;

transmitting a control command associated with the one of the player control boxes from the computer system to a determined audio processing module having the one of the tracks; and

performing a function assigned to the control command at the determined audio processing module.

34.     (Previously Presented) The method of Claim 32, further comprising:

selecting a record button of a specific recorder track of the at least one recorder tracks;

transmitting a record command from the computer system to an audio processing module having the specific recorder track; and

causing the specific recorder track to record an audio sound by the audio processing module.

35.     (Original) The method of Claim 32 further comprising:

selecting the central control mechanism;

transmitting a global control command associated with the central control mechanism from the computer system to the plurality of audio processing modules; and

each audio processing module, performing a function assigned to the global control command by the audio processing module.

36.     (Original) The method of Claim 32 wherein the central control mechanism comprises a global play command for simultaneously controlling all of the loaded player tracks of the plurality of tracks of the audio processing modules and wherein the method further comprises:

selecting the global play command;

transmitting the global play command from the computer system to the plurality of audio processing modules; and

each audio processing module, causing all the loaded player tracks to each play an audio sound.

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37.    (Original) The method of Claim 32, wherein the central control mechanism comprises a global stop command for simultaneously controlling all of the loaded tracks of the plurality of audio tracks of the audio processing modules and wherein the method further comprises:

selecting the global stop command;

transmitting the global stop command from the computer system to the plurality of audio processing modules; and

each audio processing module, causing all the loaded tracks to each stop any play or record activity.

38.    (Original) The method of Claim 33:

wherein each audio processing modules has one or more input/output ("I/O") channels each connected to the computer system;

wherein the control boxes control a corresponding one or more I/O channels of the plurality of audio processing modules;

wherein transmitting the control command comprises transmitting the control command from the computer system to the audio processing module having the I/O channel corresponding to the specified control box; and

wherein performing a function comprises performing a task assigned to the control command by the audio processing module with respect to the I/O channel.

39.    (Original) The method of Claim 35:

wherein each audio processing module has one or more input/output ("I/O") channels each connected to the computer system;

wherein the central control mechanism controls all of the one or more I/O channels of the plurality of audio processing modules;

wherein transmitting the global command comprises global control command associated with the central control mechanism from the computer system to the plurality of audio processing modules; and

wherein performing a function comprises performing a task assigned to the global command by each audio processing module with respect to all of the I/O channels.

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40.      (Previously Presented) An apparatus for controlling a plurality of audio processing modules in a player/recorder system, each of the plurality of audio processing modules having one or more input/output ("I/O") channels, the apparatus comprising:

a display;

a storage device containing routines to control the audio processing modules and generate displays;

an interface to the I/O channels of the plurality of audio processing modules; and

a processor coupled to the storage device to produce

a first display portion of a graphical user interface displaying a plurality of control boxes that are adapted to control corresponding player I/O channels of the plurality of audio processing modules;

a second display portion of the graphical user interface, the second display portion displaying a central control mechanism that is adapted to substantially simultaneously control all of the I/O channels of the plurality of audio processing modules; and

a third display portion of the graphical user interface displayed concurrently with the first display portion, the third display portion displaying a plurality of recorder control boxes each being adapted to control a corresponding one or more of a plurality of recorder tracks of each of the plurality of audio processing modules.

41.      (Original) The apparatus of Claim 40, further comprising a selection device to select one of the control boxes corresponding to one of the I/O channels of the plurality of audio processing modules.

42.      (Original) The apparatus of Claim 41, wherein the selection device is a keyboard.

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43.     (Original) The apparatus of claim 41, wherein the selection device is a mouse.

44.     (Original) The apparatus of Claim 41, wherein the interface comprises an I/O device to transmit a control command associated with the one of the control boxes selected by the selection device to audio processing modules having the selected I/O channels.

45.     (Original) The apparatus of Claim 41, wherein the interface comprises an I/O device to transmit a global control command associated with the central control mechanism to all of the I/O channels of the plurality of audio processing modules.

46.     (Original) The apparatus of Claim 40, further comprising the plurality of audio processing modules, each of which to receive the commands from the interface on its corresponding I/O channel and perform a function assigned to the command with respect to the corresponding I/O channel.

47.     (Previously Presented) A machine-readable medium having stored thereon data representing instructions which, when executed by a machine, cause the machine to perform operations comprising:

generating a first display portion on a display of a player/recorder system, the first display portion including a plurality of control boxes to control a corresponding one or more of a plurality of player tracks of each of a plurality of audio processing modules;

generating a second display portion on the display, the second display portion including a central control mechanism for simultaneously controlling all of the plurality of tracks of each of the plurality of audio processing modules; and

generating a third display portion displayed concurrently with the first display portion on the display, the third display portion including a plurality of recorder control boxes each to control a corresponding one or more of a plurality of recorder tracks of each of the plurality of audio processing modules.

48.     (Original) The medium of Claim 47, wherein the instructions further comprise instructions which, when executed by the machine, cause the machine to perform further operations comprising:

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receiving a selection of one of the control boxes corresponding to one of the tracks; and

transmitting a control command associated with the one of the control boxes to an audio

processing module having the one of the tracks.

49.　　(Original) The medium of Claim 47, wherein the instructions further comprise

instructions which, when executed by the machine, cause the machine to perform further

operations comprising:

receiving a selection of the central control mechanism; and

transmitting a global control command associated with the central control mechanism to

the plurality of audio processing modules.

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